1. First page that users see

Wireframe



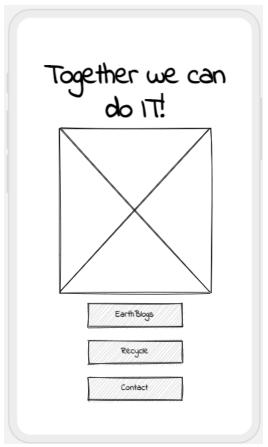
Mockup



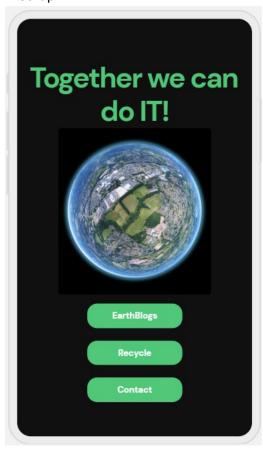
Account registration design pattern is used (simplified). When first opening the application we ask for the email so we cand send emails when new articles are added to the app. Also, the administrator will have a special email with which he will connect and edit content of pages. Because there's no special content for each user we use a simplified version of a registration form that does not need a password field.

2. Menu Page after logging

Wireframe



Mockup

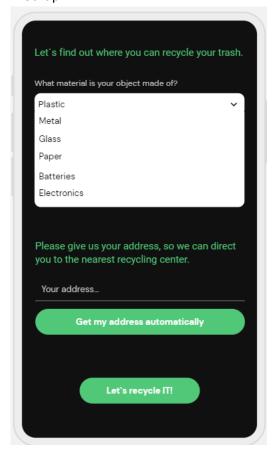


3. Find recycle center page

Wireframe



Mockup

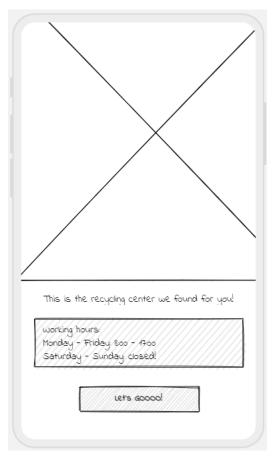


Forgiving format designed pattern is used. When entering the address, the application will try to interpret the input given in such a way that even if the user misspelled something he will most likely get a correct result.

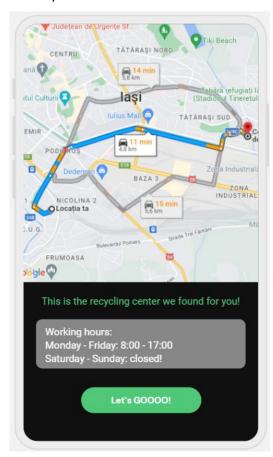
Walkthrough design pattern is also used here. We let the user know why we need that specific information from him by using inline text that explains what he has to do and why.

4. Localization of recycling center founded page

Wireframe



Mockup



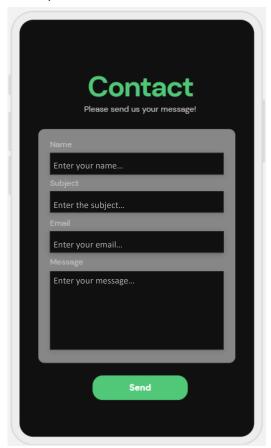
Chunking design pattern used here. On this page we have 2 main chunks: one containing the map and the other containing the working hours. This way the user can process and remember the information easier.

5. Contact page

Wireframe



Mockup



Structured form design pattern is used. Here the user can enter only the details needed for the contact email so that it can be received by the admin in a structured and predefined format making it easier to read. The input fields are accompanied by a label describing the input that is expected in the field.